

AMENDMENTS TO THE CLAIMS

The claims in this listing will replace all prior versions, and listings, of claims in the application.

1. (Currently amended) A game apparatus, which can execute a game in accordance with a game program, comprising:

a display controller that displays, in a first display area, a game field and a position of a player's character moving in said game field and, in a second smaller display area, separately displays a larger predetermined area of said game field around said player's character; and

a recognizer that recognizes a target position of said player's character, which is fixed in said game field, and a position of said player's character within said game field,

wherein [[,]] said display controller displays an indicator for said target position for said player's character in said larger predetermined area when said target position is in said larger predetermined area of said game field, and when said target position of said player's character cannot be displayed in said larger the predetermined area around said player's character of the second display area, said display controller displays an indicator for indicating a direction to said target position, the indicator being located in a the vicinity of an edge of said the second display area in accordance with a recognition result by said recognizer.

2. (Original) The game apparatus according to claim 1, wherein said indicator has periodically changing brightness.

3. (Previously Presented) The game apparatus according to claim 1, wherein said display controller displays, at least in a part of a game screen, said position of said player's character within said game field of said first display area and said second display area.

4. (Currently Amended) A game control method for a game apparatus, which can execute a game in accordance with a game program, comprising:

displaying, in a first display area, a game field and a position of a player's character moving in ~~said~~ the game field and, in a second smaller display area, separately displaying a larger predetermined area of the game field around ~~said~~ the player's character; ~~and~~

recognizing a target position of ~~said~~ the player's character, which is fixed in ~~said~~ the game field, and a position of ~~said~~ the player's character within the game field; ~~[[,]]~~ and

displaying ~~[[,]]~~ an indicator for the target position of the player's character in the larger predetermined area when the target position is in the larger predetermined area of the game field, and when the target position of ~~said~~ the player's character cannot be displayed in the larger predetermined area around ~~said~~ the player's character of the second display area, displaying an indicator for indicating

a direction toward ~~said~~ the target position, the indicator being displayed in a ~~the~~ vicinity of an edge of ~~said~~ the second display area in accordance with a recognition result of recognizing the target position.

5. (Original) The game control method according to claim 4, further comprising periodically changing the brightness of the indicator.

6. (Currently Amended) The game control method according to claim 4, wherein the displaying comprises displaying, at least in a part of a game screen, ~~said~~ the position of ~~said~~ the player's character within ~~said~~ the game field of the first display area and second display area.

Claims 7-9 (Canceled)

10. (Previously Presented) A computer readable recording medium, which can be read by a game apparatus for executing a game in accordance with a game program, comprising:

a display control program for displaying, in a first display area, a game field and a position of player's character moving in said game field and, in a second smaller display area, separately displaying a larger predetermined area around said player's character; and

a recognition program for recognizing a target position of said player's character, which is fixed in said game field with the advance of said game, and a position of said player's character within said game field,

wherein [[,]] said display control program displays an indicator for said target position for said player's character in the larger predetermined area when said target position is in said larger predetermined area of said game field, and when said target position of said player's character cannot be displayed in the predetermined area ~~around said player's character of said second display~~, said display control program displays an indicator for indicating a direction toward said target position in the vicinity of an edge of said second display area in accordance with a recognition result by said recognition program.

11. (Original) The computer readable recording medium according to claim 10, wherein said indicator displays periodically changing brightness.

12. (Previously Presented) The computer readable recording medium according to claim 10, wherein said display control program displays, at least in a part of a game screen, said position of said player's character within said game field of the first display area and the second display area.

13. (Previously presented) The game apparatus according to claim 1, wherein said display controller further defines a display magnification of the

predetermined area around said player's character based on said character's position.

14. (Currently Amended) The game control method according to claim 4, wherein the displaying further defines a display magnification of the predetermined area around the said player's character based on the said character's position.

Claim 15 (Canceled)

16. (Previously presented) The computer readable recording medium according to claim 10, wherein said display control program further defines a magnification of the predetermined area around said player's character based on said character's position.

17. (New) The game apparatus according to claim 1 further comprising:
a determiner that determines whether said target position can be displayed in said second display area.

18. (New) The game control method according to claim 4, further comprising:

determining whether the target position can be displayed in the second display area.

19. (New) The computer readable recording medium according to claim 10 further comprising:

a determination program that determines whether said target position can be displayed in said second display area.